

THE
LORD
OF THE
RINGS
THE TWO TOWERS™



Electronic Arts Inc.
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About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

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Other Important Health and Safety Information

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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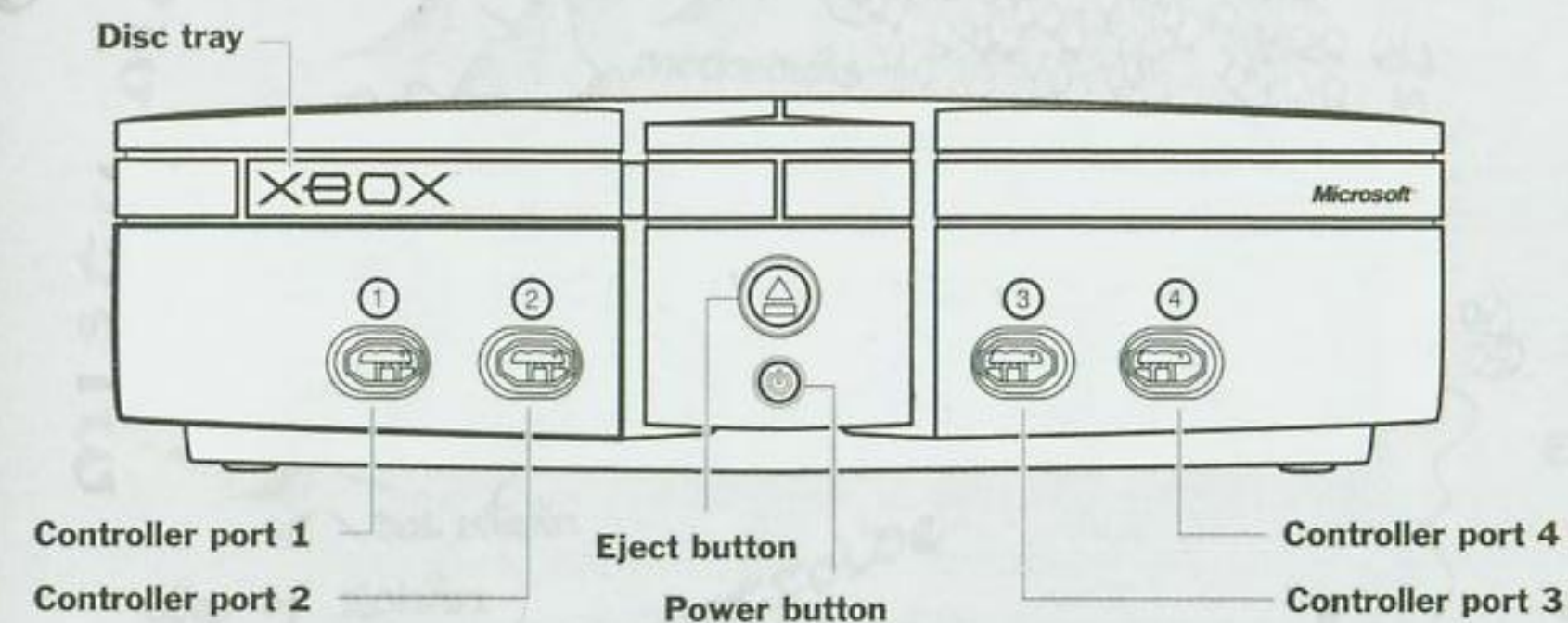
THE LORD OF THE RINGS™

THE TWO TOWERS

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USING THE XBOX VIDEO GAME SYSTEM



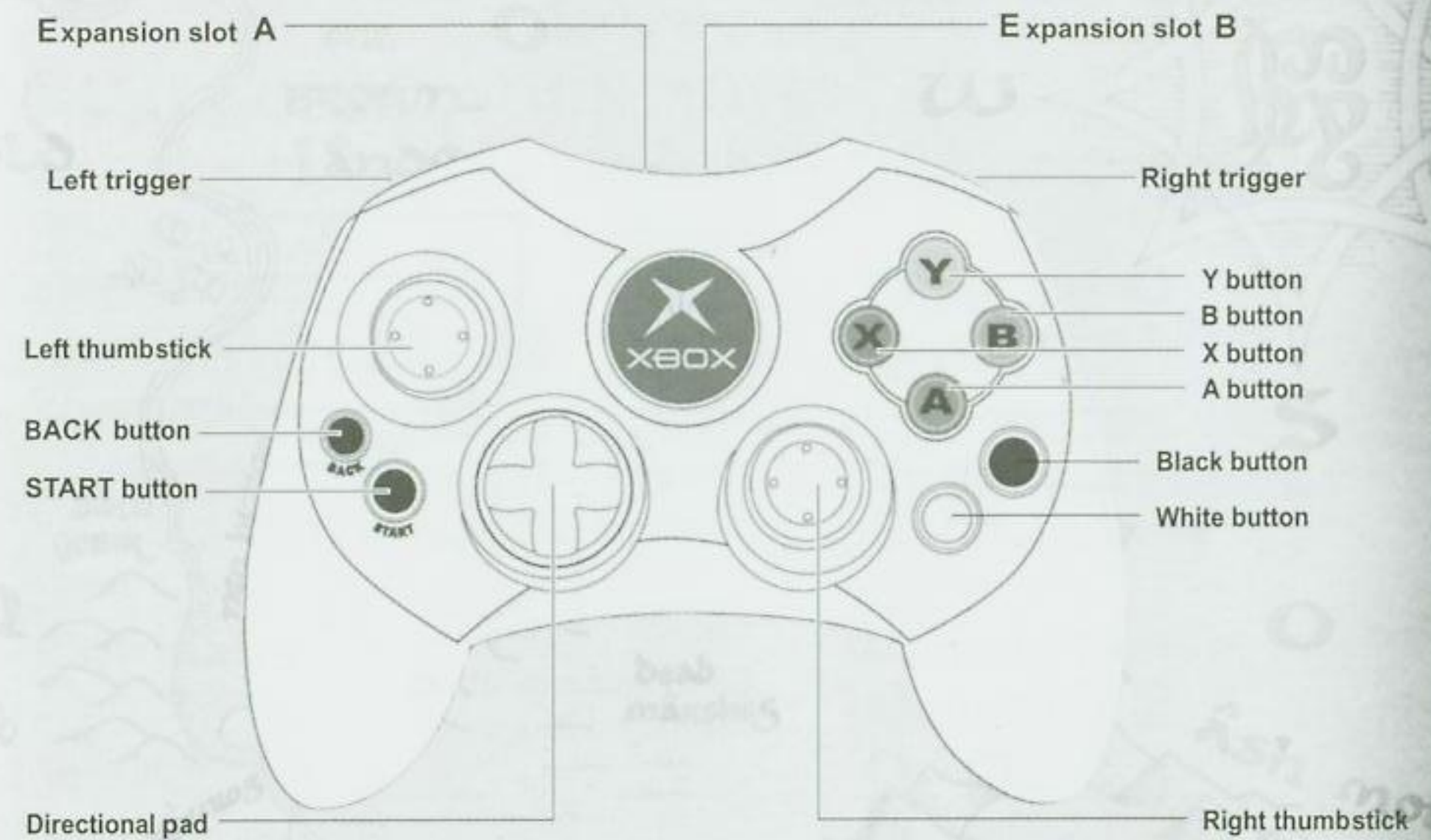
1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *The Lord of the Rings™*, *The Two Towers™* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *The Lord of the Rings*, *The Two Towers*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- * Insert only Xbox-compatible discs into the disc drive.
- * Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- * Do not leave a disc in the Xbox console for extended periods when not in use.
- * Do not move the Xbox console while the power is on and a disc is inserted.
- * Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER



1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *The Lord of the Rings*, *The Two Towers*.

COMPLETE GAME CONTROLS

GAME CONTROLS



Speed Attack	A or $\leftarrow \text{R} / \text{R} \rightarrow$
Fierce Attack	Y or $\uparrow \text{R} / \downarrow \text{R}$
Knock Back	B
Parry	X
Killing Move	R (pull)
Jump Back	LB
Equip Ranged Weapon	L (pull and hold)
Fire Ranged Weapon (while equipped)	A or RT (release to fire)

SPEED ATTACK Take a very quick swipe at your foe.

FIERCE ATTACK Strike your enemy a solid blow that can shatter the stoutest shield.

RANGED WEAPONS Prepare to fire an arrow or throw an axe by activating your ranged weapon. Press and hold **A** or **R** button longer for a more powerful shot.

To aim the ranged weapon, pull and hold **L** and aim by moving **L3**. A small glowing light appears above the head of the currently targeted enemy.

KILLING MOVE Finish off a fallen enemy with this forceful, fatal blow.

PARRY Defend yourself against enemy attacks and arrows with a well-timed parry.

KNOCK BACK

Push enemies away from you to avoid their attacks

JUMP BACK

Escape painful blows by jumping backwards out of harms way.

BASIC COMBINATION MOVES

Your character begins the game with two simple combination moves.

Three hit Speed Combo **A, A, then A**

Double hit Fierce Combo **Y then Y**

Many advanced moves can be purchased as skill upgrades. When some combos are successfully executed, the power of the attack will harm all enemies in the immediate area, often knocking them down.

Linked Attack Successful Parry, then **A**, then pull **R**

Shoulder Rush **A + B**

Devastating Attack **Y** (hold and release)

NOTE: These attacks must be purchased before they are available for use.

LINKED ATTACK

A Linked attack instantly kills an enemy, but must begin with a successful parry.

SHOULDER RUSH

Charge forward and drive enemies to the ground.

DEVASTATING ATTACK

Press and hold **Y** or the RT . This attack takes time, and your character remains in place while charging up the necessary power to pull it off. Once fully charged let go of **Y** or the **R** to unleash the attack.

Anyone can swing a sword or axe, but very few will ever master their weapons against foes of all speeds, sizes and types. Upgrading your skills not only improves your prowess on the battlefield, it also increases your experience point earnings. Each character learns their own specific combination moves by upgrading their skills. (► Skill Upgrades on p. 12)

MENU/NAVIGATION CONTROLS

Highlight menu items	\uparrow / \downarrow
Cycle choices/Move sliders	$\leftarrow \text{O} / \text{O} \rightarrow$
Select/Go to next screen	A
Return to previous screen	B

NOTE: Default options are listed in bold in this manual.

THE LEGEND OF THE RING



ONE RING TO RULE THEM ALL, ONE RING TO FIND THEM,
ONE RING TO BRING THEM ALL AND IN THE DARKNESS BIND THEM

It began with the forging of the great rings.

Three were given to the elves – immortal, wisest, and fairest of all beings. Seven to the dwarf lords – great miners and craftsmen of the mountain halls. And nine, nine rings were gifted to the race of men, who, above all else, desire power.

For within these rings was bound the strength and will to govern each race. But they were all of them deceived. For another ring was made.

In the land of Mordor, in the fires of Mount Doom, the Dark Lord Sauron forged, in secret, a master ring to control all others. And into this ring he poured his cruelty, his malice, and his will to dominate all life.

THE ONE RING™

The One Ring, an innocent-looking golden band, is by far the most powerful object in all of Middle-earth. Put it on, and the wearer becomes completely invisible. Using its powers of invisibility draws the attention of the Dark Lord Sauron, who may dispatch sinister creatures to retrieve The One Ring.

The One Ring has a strange corruptive influence, causing greed and powerlust in many who are exposed to it. Possessing The One Ring can prolong the life of its keeper, but corruption from The One Ring will eventually transform a normal hobbit into a selfish, hideous monster.

The One Ring was forged thousands of years ago by Sauron in the fires of Mount Doom. He was close to using The One Ring's full powers to dominate Middle-earth when it was cut from his hand in battle. Sauron has been trying to reclaim The One Ring ever since losing it, and if he does, Middle-earth will be plunged into darkness and sorrow.

To prevent Sauron from possessing The One Ring, it must be destroyed forever, and this can be accomplished only by throwing it back into the fiery chasm of Mount Doom. Frodo shows a remarkable resistance to The One Ring's evil influence, so he volunteers to carry it on the perilous journey to Mount Doom.

MIDDLE-EARTH

Middle-earth is, by and large, a pleasant place. Hobbits, Men, Elves, and Dwarves live in peace with one another despite their obvious cultural differences. Lately, however, there has been signs of darkness rising throughout the land.

Hobbits inhabit an idyllic agricultural valley called the Shire, where they live in underground houses and have little to worry about besides nosy family members. Hobbits are very small, with big hairy feet, and they have never been known for their courage or adventurous natures. Frodo's improbable journey shows that hobbits can be the bravest and boldest of all creatures.

The Men of Middle-earth are heroic but not entirely trustworthy. They are known to be selfish and have difficulty controlling their desires. Even the beloved wizard Gandalf is afraid to handle The One Ring for fear of its corruptive powers. Still, Aragorn shows himself to be the best of men in terms of bravery, dedication, and valor in battle.

Elves are gentle, graceful creatures that live in harmony with nature. They are immortal unless killed in battle, and they conduct themselves with the wisdom and calm of the millennia they have lived. Legolas is a prince of the Elves, possessing keen eyesight, and remarkable bravery and skill with a bow.

Dwarves are short, strong, and often grumpy creatures that excel in underground endeavors like tunneling and mining for jewels and precious metals. Their prickly dispositions can often mask the deep bonds that they develop with relatives and friends. Gimli is a proud dwarf, and he wields his axe with skill and might that strike fear in the heart of much larger enemies.

THE FELLOWSHIP

Gandalf discovers the true nature of the magical ring Frodo possesses and urges him to leave the Shire. Learning of Sauron's efforts to recover The One Ring, Frodo quickly escaped the Shire, dodged numerous Ringwraiths, and made his way toward the Elven stronghold of Rivendell. Here, the great leaders of Middle-earth discussed the problem of The One Ring and Sauron's recent activities. It was agreed that The One Ring must be taken to Mount Doom to be destroyed. After some debate (and an energetic but fruitless attempt by Gimli to destroy The One Ring with his axe) it was decided that Frodo would bear the burden of The One Ring. Several agreed to accompany and protect him, including Gandalf, Aragorn, Legolas, Gimli, Boromir, Sam, Merry, and Pippin. Together they formed the Fellowship of the Ring, and set off toward Mount Doom on their epic adventure.

FOR MORE INFO about this and other titles, visit EA GAMES™ on the web at www.eagames.com.

To purchase a skill upgrade:

1. Highlight the desired skill.
2. Make sure that you have enough upgrade points.
3. Press **A**.
4. Confirm by selecting YES.
5. Select Continue and press **A** to move to the Mission Selection screen.

MISSION SELECTION

Choose any unlocked battle from the Mission Selection Screen as you make your way toward Mordor. Unlock new battles by winning the previous battle or advancing characters to higher levels.

Many extras are also available from the Mission Selection screen including interviews, the making of the video game, secret missions and even a secret character. The more achievements you make in the game, the more extras you unlock.

- * Highlight missions or extras by pressing **○**.
- * Select the highlighted item by pressing **A**.

CHARACTER SELECTION

Choose a worthy character for the next mission.

To select a character:

1. Press **←/○/→** to highlight a character.
2. Press **A** to select the highlighted character.
3. Press **A** again to begin battle.



SAVING AND LOADING

Games can be saved at the end of any mission or when returning to the main menu and can be loaded from the Main menu. Each saved game contains the adventures of all characters that have been used before in that game.

To save a game:

1. Select CONTINUE from the Skill Upgrades Screen.
2. Confirm that you would like to continue by selecting YES.
3. When asked if you would like to save your game, select YES.
4. Select the location into which you will be saving the game.
5. Confirm your selection by selecting YES.

To load a game:

1. Select LOAD GAME from the Main menu.
2. Press / to select the desired game and press **A**. The selected game will load to the Mission Selection Screen.

CHARACTERS

The future of Middle-earth is in the hands of a few brave adventurers who have chosen to help Frodo destroy The One Ring. Each is a credit to his or her race, and if they are successful they can return their peoples to the peaceful lives they once knew. There are four playable characters: Aragorn, Legolas, Gimli, and a secret character who can be unlocked.

ARAGORN

Men are weak, or at least this is the commonly held belief in Middle-earth. Three thousand years ago, Isildur, King of the Men of Gondor, gained great renown when he cut The One Ring from the hand of Sauron, ending his villainous reign. Soon after, however, he chose not to destroy The One Ring when he had the chance to cast it into the fires of Mount Doom, and thus Men are known to be weak in character and not entirely trustworthy.

Aragorn can change all of that. He is a ranger, a strong man skilled in the use of many weapons including swords. Aragorn is trained to survive in every situation. Many know him as Strider, but few are aware of his true identity as son of Arathorn and heir to Isildur's throne. He is the rightful king of Gondor, and a force to be reckoned with.

LEGOLAS

Legolas is a noble Elven prince, deadly accurate with his Elven bow and knowledgeable in wilderness lore. Because he is an elf, Legolas has exceptional sight and hearing, and although he will never die of old age, he can be hurt or killed in battle. Legolas is kind and graceful, and he has a deep love for the peaceful side of nature. He and his valuable bow attack are great assets to the Fellowship.

GIMLI

Gimli is a stubborn dwarf who makes up for his lack of height and grace with great strength, bravery, and tenacity. Gimli fears nothing when he has his trusty axe in hand, and his temper makes him formidable when angry. His gruff disposition keeps him from making friends easily, but as a member of the Fellowship he is a tough and loyal ally. Gimli especially dislikes elves, however during his adventures with the Fellowship he develops an unlikely friendship with Legolas. Gimli is very proud of his heritage, and looks forward to seeing his cousin Balin in the Mines of Moria.

FRODO

Frodo is the Ringbearer, a brave hobbit whose cleverness keeps him alive in the face of tremendous danger. His adventurous uncle Bilbo left him The One Ring, along with the troubles that accompany it. However, Frodo shows great resistance to the sinister powers of The One Ring and has volunteered to take it to Mount Doom and destroy it forever for the good of Middle-earth. There could not be a more difficult task.

GANDALF

Gandalf the Grey is known and respected throughout Middle-earth as a great conjurer and a genuinely wise man. He is not young, but he can use staffs and swords skillfully in combat. Nevertheless, Gandalf's true strength lies in his vast repertoire of magic spells and abilities. He is the only character capable of using magic, and he uses it well.

Gandalf serves as a father figure to Frodo, providing leadership and protection to the young Hobbit. He would carry The One Ring himself, but his knowledge of magic is too dangerous to expose to the corruptive powers of The One Ring.

FORGES OF EVIL

No warrior takes Middle-earth's evil creatures lightly, and as Sauron grows in strength so do his armies of sinister creations. It is wise to learn the ways of these creatures, for knowing their weaknesses is your only hope against them.

CAVE TROLL™

Big, slow-witted, and dangerous, the cave troll is an awkward brute that might not be taken seriously if it weren't so horrifying. Its strength is legendary, its speed deceptively fast, and its thick hide and strong constitution make fighting one an epic event. Thankfully, its decision-making skills are lacking, and Cave Trolls despise direct sunlight.

ORCS™

The footsoldiers of Sauron's evil forces, Orcs can be found throughout Middle-earth. Although mutated from Elves, Orcs are corrupted forms that stand just over five feet tall. Taking their strength and determination for less than full-size can be a deadly mistake, however, especially when multiple Orcs are involved in battle. Capable of melee attacks as well as ranged attacks with bows, Orcs have no obvious weaknesses.

LURTZ™

At Amon Hen, the Fellowship fights to protect Frodo from the Uruk-Hai. Lurtz, their leader, is bigger and more fierce than the rest of his army, and slaying him will prove no easy task.

RINGWRAITHS (NAZGUL)

The nine Dark Riders were once great kings, hellishly corrupted to the point of no return. They fell victim to Sauron when he gifted them rings of power, which slowly turned them to wraiths. They are now completely under the Dark Lord's control and he dispatches them throughout Middle-earth in attempts to recover The One Ring. They appear in hooded black robes, usually when the Eye of Sauron is fully fixed upon The One Ring's wearer.

SARUMAN THE WHITE™

Once a trusted friend and advisor to Gandalf, Saruman betrayed all he once stood for to join the sinister cause of the Dark Lord Sauron. His powerful magic inspires fear in all those who oppose him, and his fortress in Isengard is home to a vast army of his own foul creation: the Uruk-Hai. One cannot hope to overpower Saruman, for merely surviving any confrontation with this brilliant wizard is considered a true victory.

SAURON™

The Dark Lord himself has not been physically present on Middle-earth for some time. In fact, it was over 3,000 years ago that Isildur cut The One Ring from Sauron's hand, ending his last evil reign. Today however, Sauron grows more powerful with every passing minute. His vile armies are spreading throughout Middle-earth in an ever-expanding search for The One Ring. If he gets it, Middle-earth will be plunged into an age of unimaginable terror and violence, and Sauron will take physical form once again.

URUK-HAI™

Saruman has succeeded in crossbreeding Men and Orcs. The result is an army of stronger, faster Orcs that do not weaken in sunlight. They are capable of melee attacks, ranged attacks with bows, and pike attacks. Genetic enhancement makes the Uruk-Hai larger, stronger, and far more dangerous than their standard Orc counterparts.

WARGS™

The great Wargs are a terrifying breed of huge wolf-like carnivores, driven by a hunger for blood and predatory intelligence. Saruman recruits Wargs, and Orcs skilled in riding them, in his campaign to crush the nation of Rohan. Worked into a killing frenzy by the murderous Orcs, the Wargs fall upon ruined Rohan refugees as they flee their burning homes.

THE WATCHER

The Mines of Moria rarely sees visitors, and the Watcher is one of the main reasons why. This multi-tentacled behemoth waits patiently for prey just outside the entrance to the mines, and very rarely does a man-sized meal escape its writhing grasp.

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The Lord of the Rings, The Two Towers



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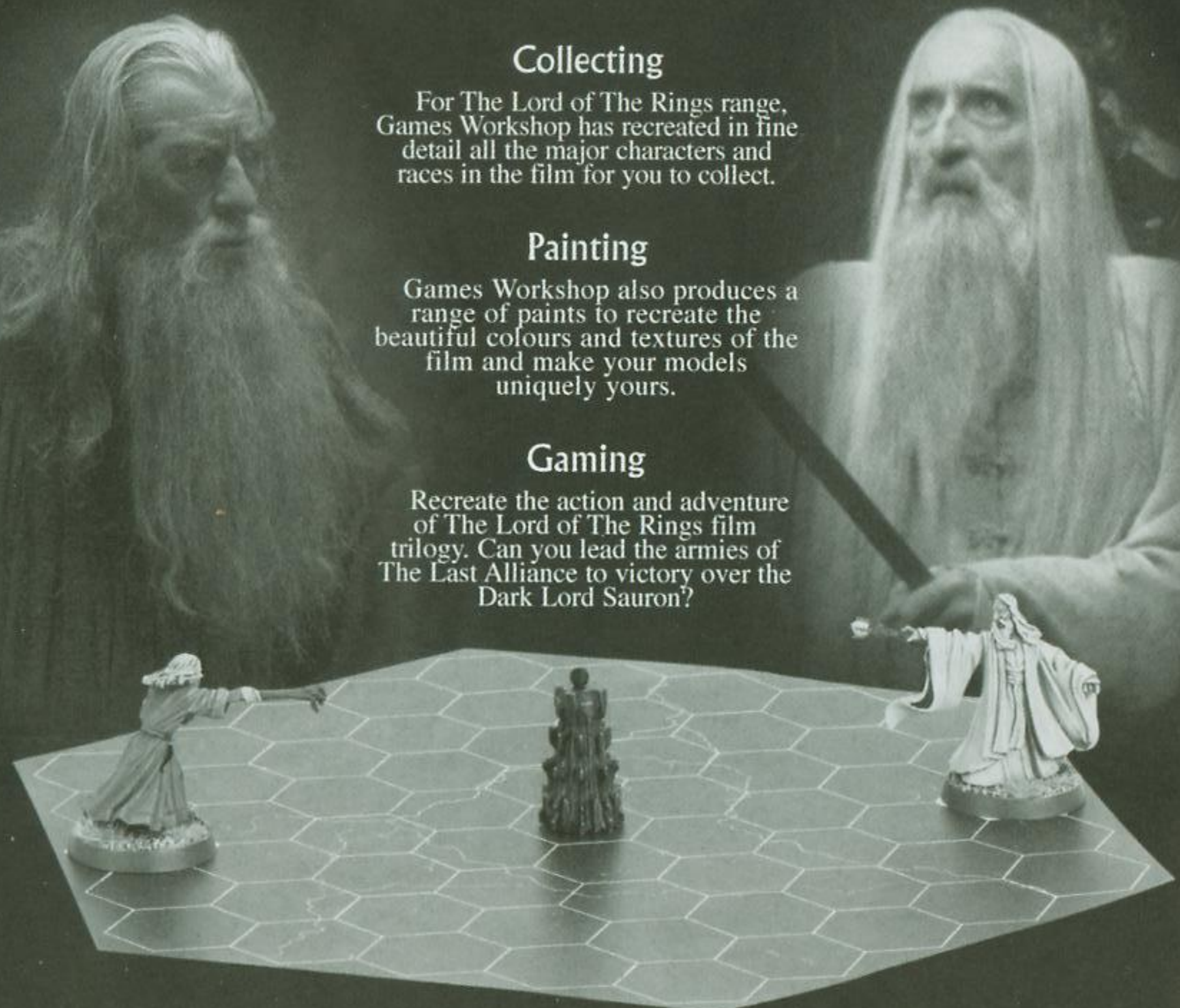
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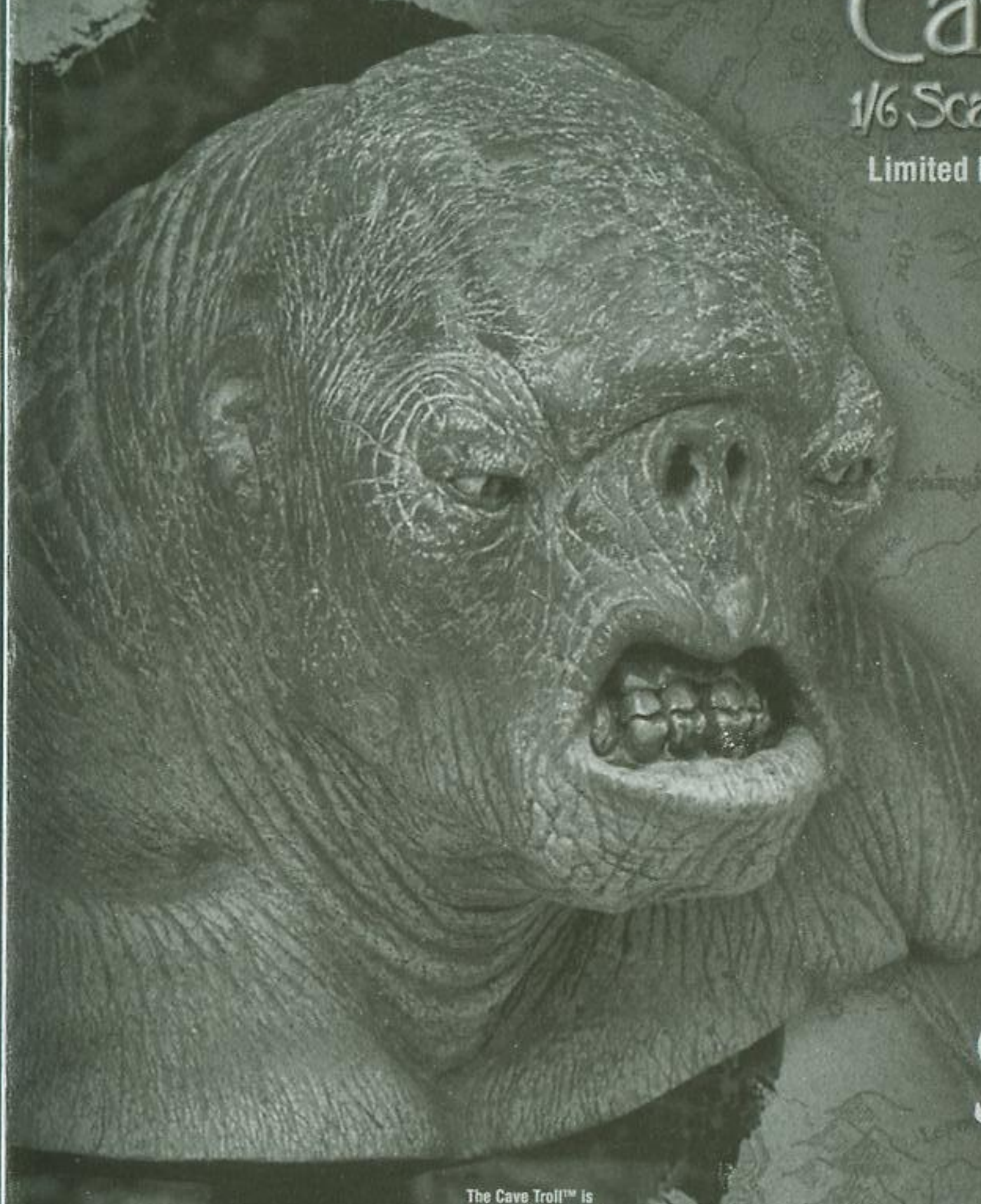
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